

**mythicon**  
INC

# **FIRE FLY™**

## **INSTRUCTIONS**



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## GAME FEATURES

**FIREFLY** by Mythicon offers tremendous variety in the types of enemies you, as the Firefly, will encounter. By continually moving from one screen to the next you are actually playing several games in one. Each enemy moves differently and requires different skills of the game player. The first challenge is to rescue the pixy. While appearing easy, be cautious of the enemy bee. He is very good at determining where you are and his sting is deadly. Should you survive and rescue the pixy, you are faced with the flaming pumpkin. He is so hot that merely touching him will be fatal. He also has an unlimited supply of deadly pumpkin seeds to fire at you. The next screen brings you to the true meanness of the demons. Their touch and cannon shots are to be avoided at all cost. The bats will be waiting should the unlikely occur and you survive. The bad bugs aren't worried, however, since they have a sun full of shooting balls of fire ready to ruin your day. If that isn't enough, you can try your luck against the coiled serpents. For the truly talented players who make it through this series of Bad-Bug tricks don't worry, they will all be there again for your next journey through the land of the Bad-Bugs.

**TEST PILOT LOG MARCH 17, 2093:** On what started to be the routine high speed test of interplanetary craft Delta 12, a powerplant malfunction caused the craft to skip off the rim of a small, black hole. After experiencing level 5 turbulence I became unconscious. Upon awaking, I found myself in a time and place unknown to me; the craft having been completely destroyed.

The place I am in is inhabited by giant bug-like creatures. Through thought waves, the inhabitants explained that they are part of a culture originally insect-like but now almost entirely mechanical. As their biological body parts began to age beyond effective use they replaced them with mechanical parts. Through their will to survive they eventually created an entire society composed of machines.

During this gradual conversion from living matter to machinery a group of the inhabitants started programming themselves to survive even at the expense of others in the society. They became known as the Bad-Bugs. After the complete metamorphosis to computer controlled minds these bugs began attacking the good creatures.

Because of my human reasoning and ability as an experienced test pilot the good bugs have asked for my help. I have been put in command of the best machine-bug on their planet. My task of saving the good bugs should prove extremely difficult since the Bad-Bugs have creature-machines programmed solely for the purpose of stopping me. I will, however, be awarded valuable treasures by the good bugs for every enemy I eliminate. To further complicate my task the good bugs have asked me to rescue the last remaining living creature on their planet, the Pixie. They have warned me to be very cautious when approaching the Pixy since it is constantly guarded by a killer, machine-bee.

## GETTING STARTED

1. Plug in Joystick or Ball Controller.
2. Turn power OFF, insert game cartridge.
3. Turn power ON.
4. **DIFFICULTY SWITCHES** are not used with FIREFLY. Levels of difficulty are determined by the GAME SELECT SWITCH.
5. **JOYSTICK CONTROLLERS** move the Firefly left, right, up, down, and diagonally on the screen.

The red fire button on the joystick fires energy shots at the enemies. You fire in the same direction as you are facing. You are only allowed one shot at a time. Once your missile goes off the screen you are able to fire again.

It is not possible to move left off the screen. All additional screens are to the right.

6. **BALL CONTROLLERS** work very well with FIREFLY. Higher scores should be possible.

7. **GAME SELECT SWITCH** will allow you to choose the level of difficulty and whether one or two players will be playing.



Practice Mode, One Player — No scoring, unlimited lives.



Level One, One Player — Scoring for successfully shooting enemies. Additional scores for picking up treasures and saving the pixy.



Level One, Two Players — Play alternates starting with the left controller.



Level Two, One Player — Enemies are more difficult to shoot.



Level Two, Two Players

**8. BEGIN PLAY** by pressing the game reset button or by pressing the red fire button on your controller. After each loss of a life a small controller symbol will appear at the top of the screen. Pressing the red fire button on your controller will restart the game.

**9. SCORING** is done by hitting the enemies with a missile, picking up treasures, and rescuing the pixy. Points are awarded on the following basis:

**SCORES:**

Shoot enemy	10 points
Shoot pumpkin	20 points
Rescue pixy	30 points
Recover treasure	99 points

**10. LIVES** remaining are displayed at the top of the screen. When the game begins you have three lives.

**12. DIFFICULTY** is determined by selecting the Practice, First Level or Second Level of difficulty. In the Practice Level you are able to get into every screen meeting all of the enemies but there is no score and you have an unlimited number of lives. The First Level and the Second Level of difficulty have the same features as the Practice Level but all of the enemies are more evil.

# ONE YEAR LIMITED WARRANTY

Mythicon Inc. warrants to the original consumer purchaser of any video game cartridge it manufactures that the product will be free of defects in material or workmanship for one year from the date of purchase. If defective, return the product along with proof of the date of purchase, postage prepaid, to:

**Mythicon Inc.  
Service Department  
P.O. Box 1347  
Cupertino, CA 95015**

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